# Design Overview for Bank ATM

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# Summary of Program

**Describe what you want the program to do… one or two paragraphs.**

My goal is project was to be able to replicate the software interfaces that we interacted with within ATM stands. I want to be able to capture the functionalities of an ATM software, such as performing transactions, viewing account details, and making changes to personal details. My program allows the user to make three different types of transactions: deposit, transfer, and withdraw. The program will also have a list of transactions history to keep track of the money that is going in and out of the user’s account. Each transaction will contain details of the amount of money, date and time of occurrence, account number, transaction type, and a description of transaction. Specifically, the receiver of a transfer transaction can see who sent them the money in the transaction description.

**Include a sketch of sample output to illustrate your idea.**

# Required Roles

Describe each of the classes, interfaces, and any enumerations you will create. Use a different table to describe each role you will have, using the following table templates.

Table : <<role name>> details – duplicate

|  |  |  |
| --- | --- | --- |
| Responsibility | Type Details | Notes |
|  | Field type, parameter and return types |  |

Table : <<enumeration name>> details

|  |  |
| --- | --- |
| Value | Notes |
|  |  |

# Class Diagram

Provide an initial design for your program in the form of a class diagram.

# Sequence Diagram

Provide a sequence diagram showing how your proposed classes will interact to achieve a specific piece of functionality in your program.